

1/16

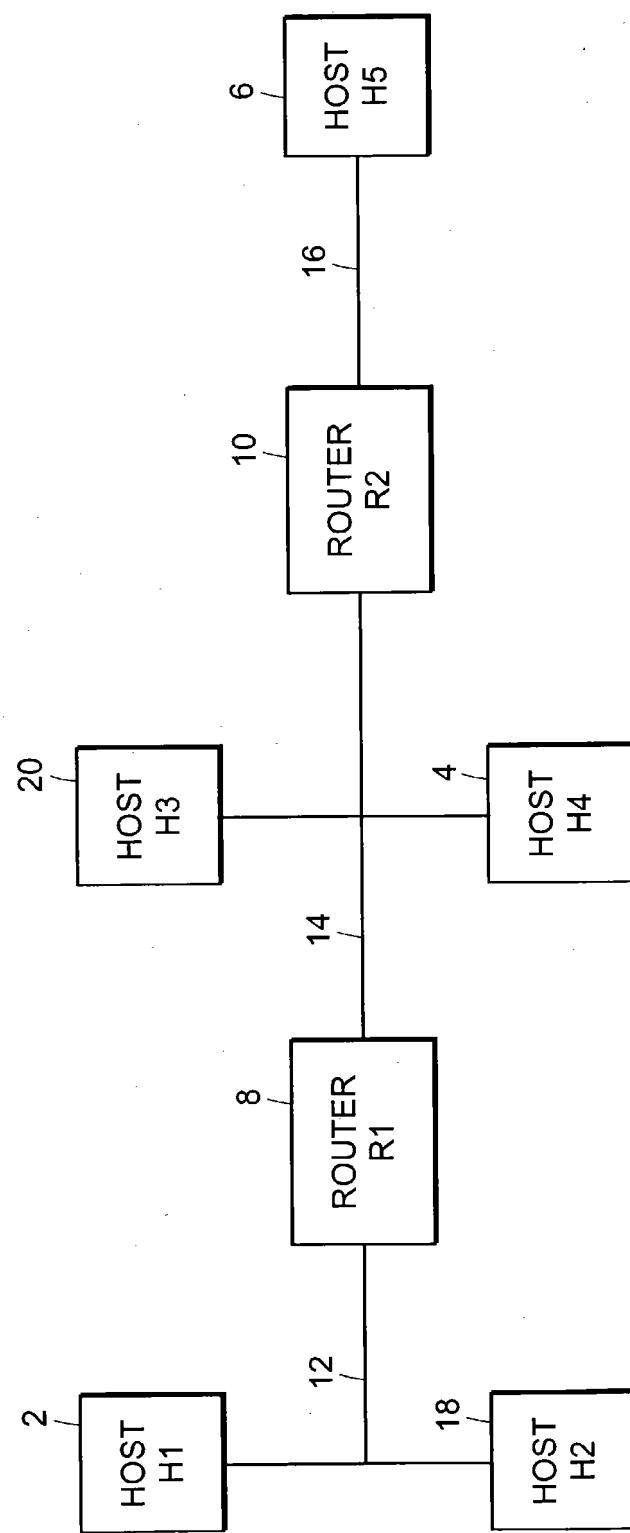


FIG. 1

2/16

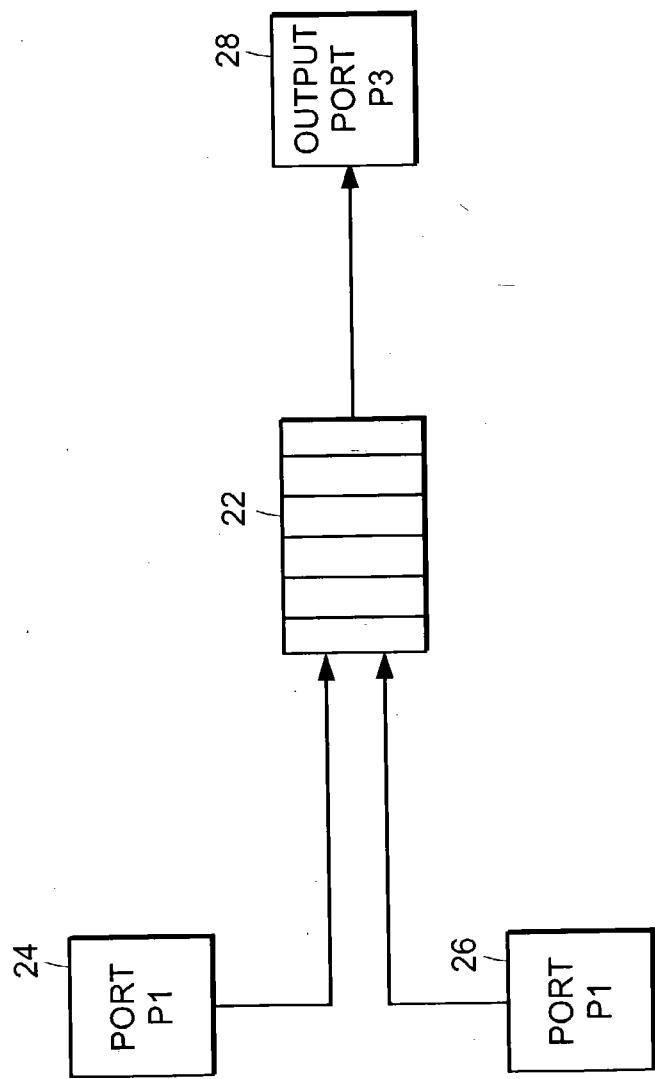


FIG. 2

3/16

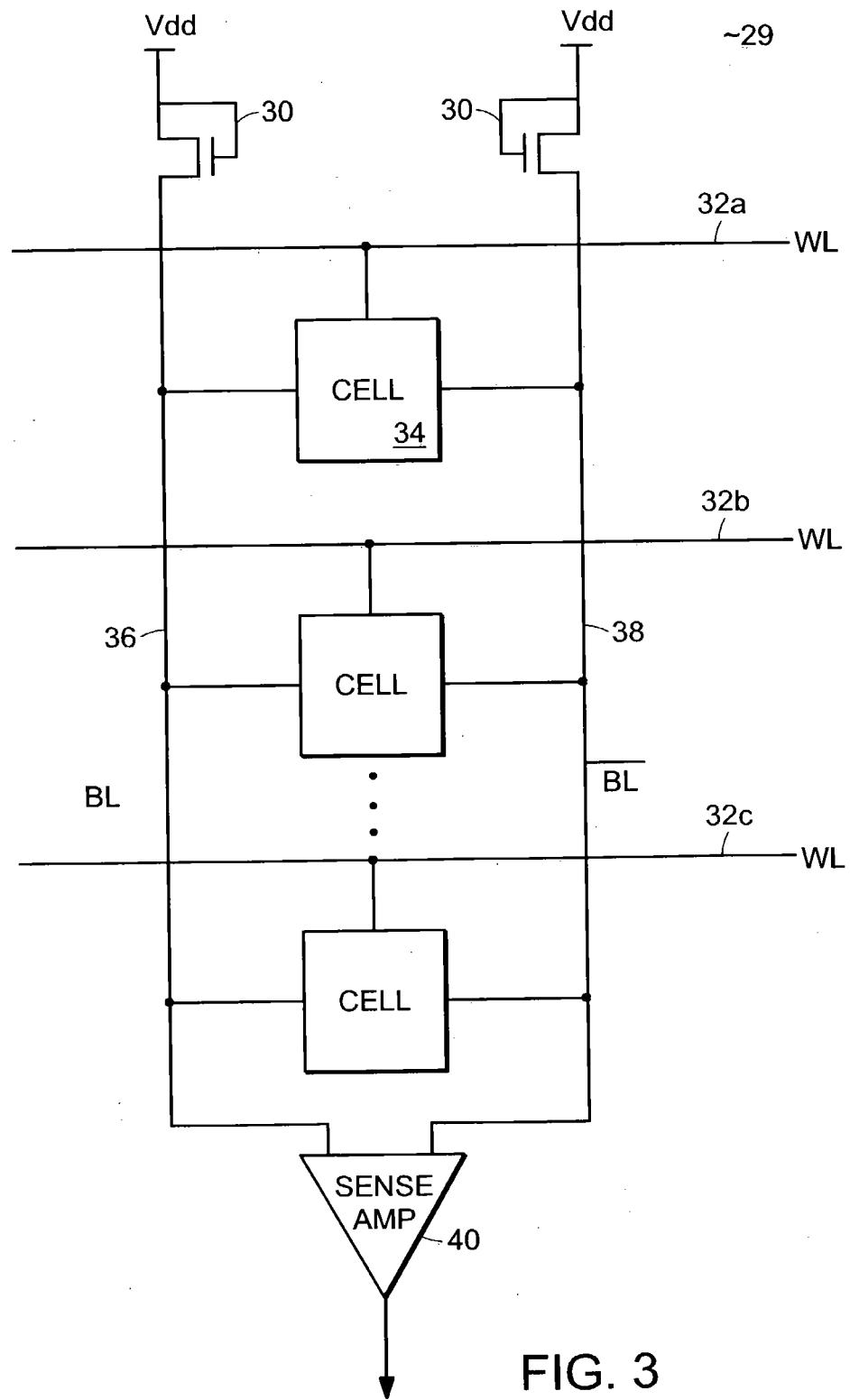
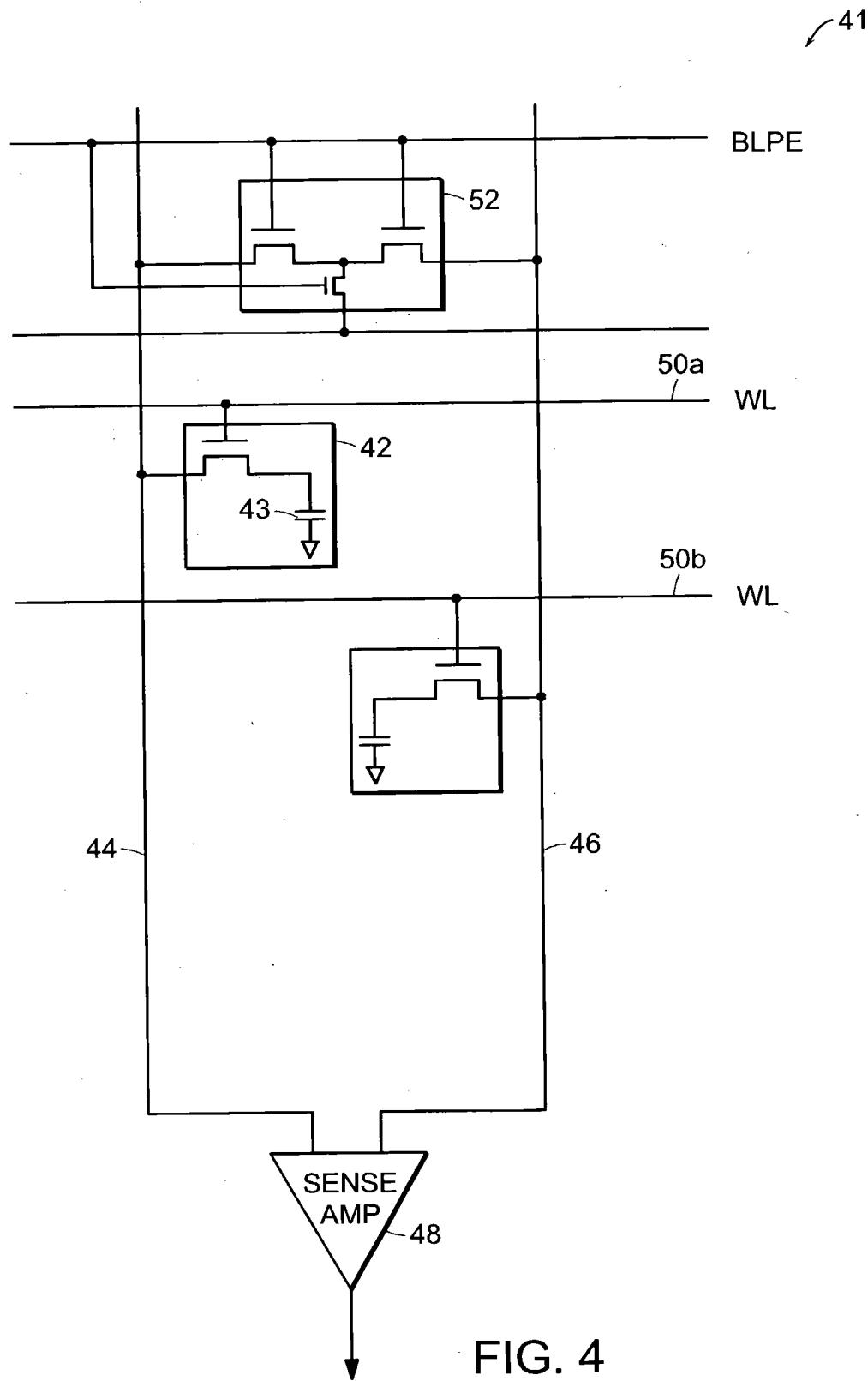


FIG. 3

4/16



5/16

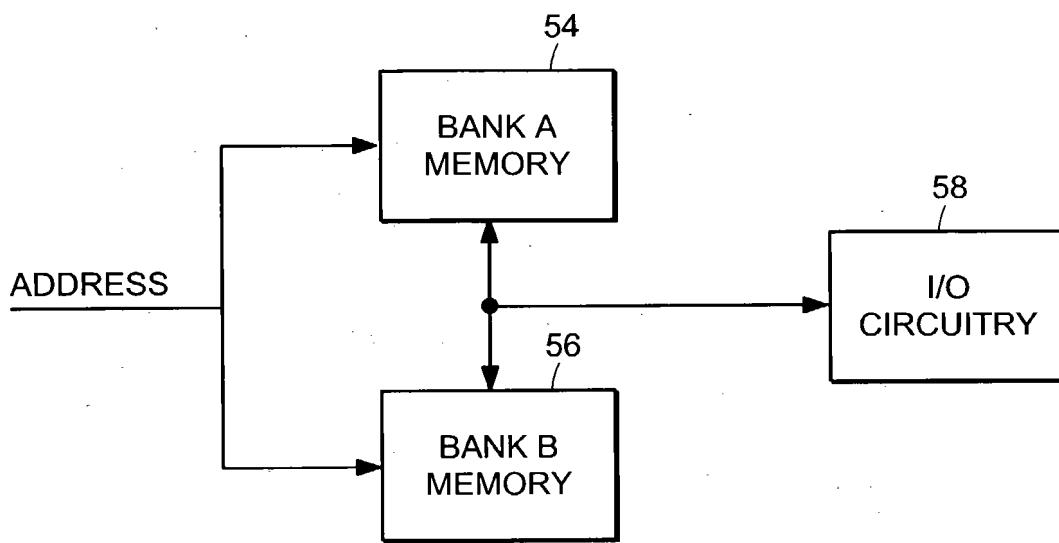


FIG. 5

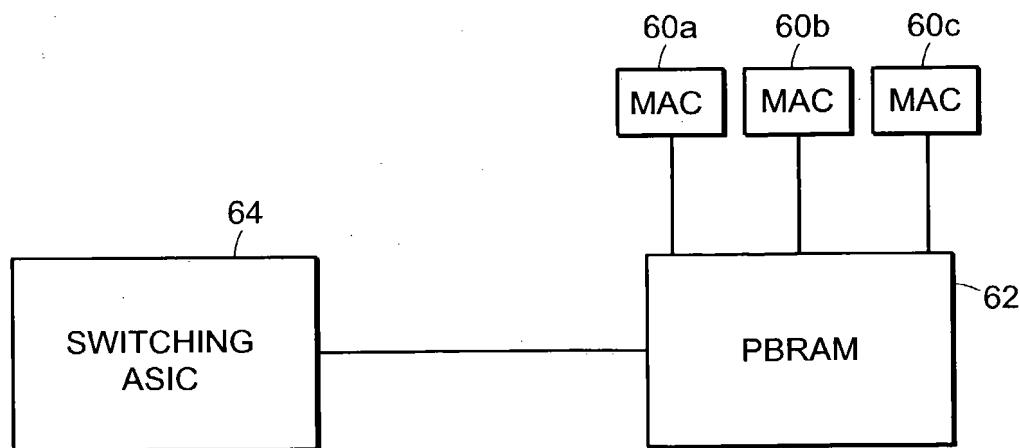


FIG. 6

6/16

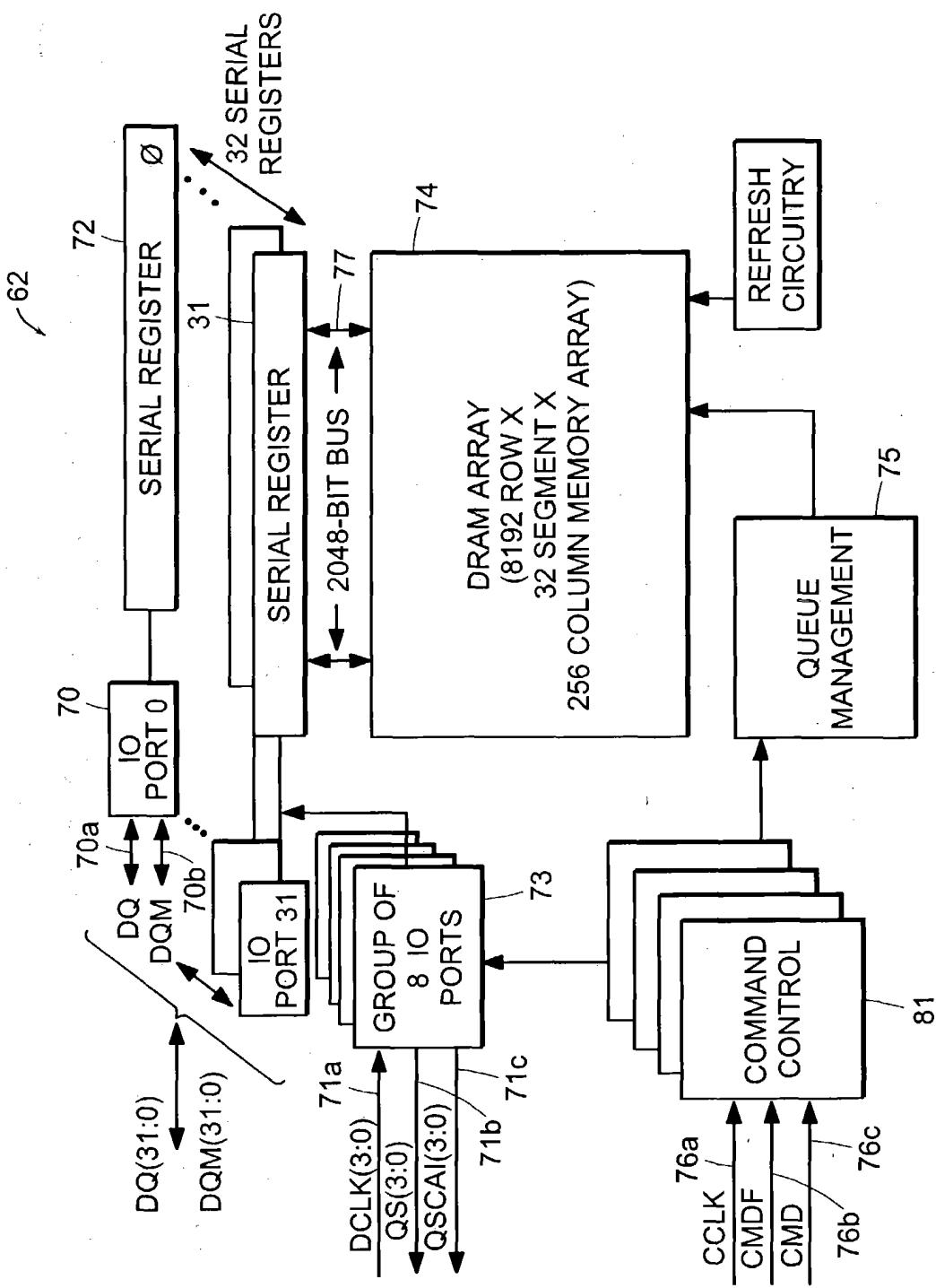
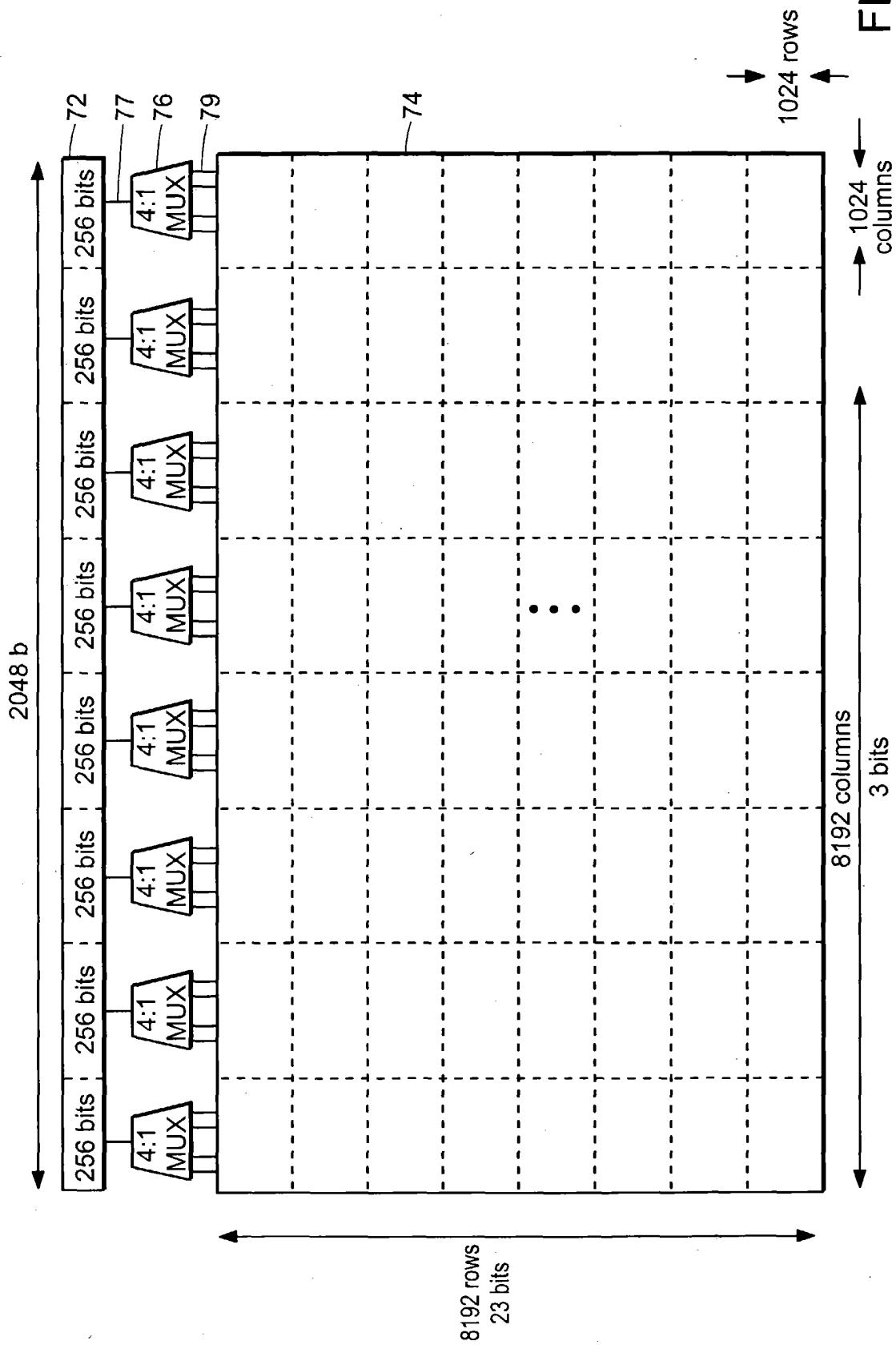


FIG. 7



8/16

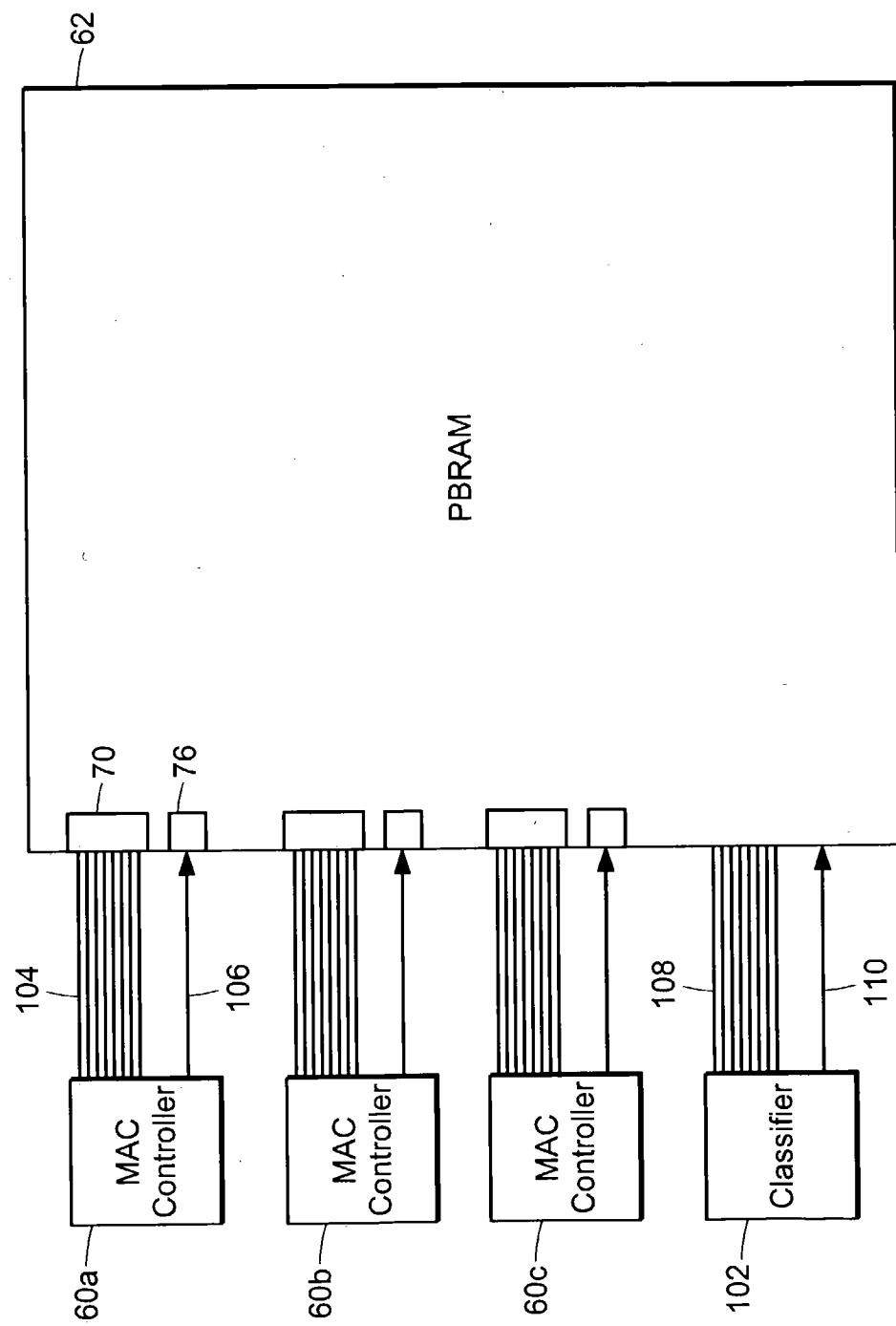


FIG. 9

9/16

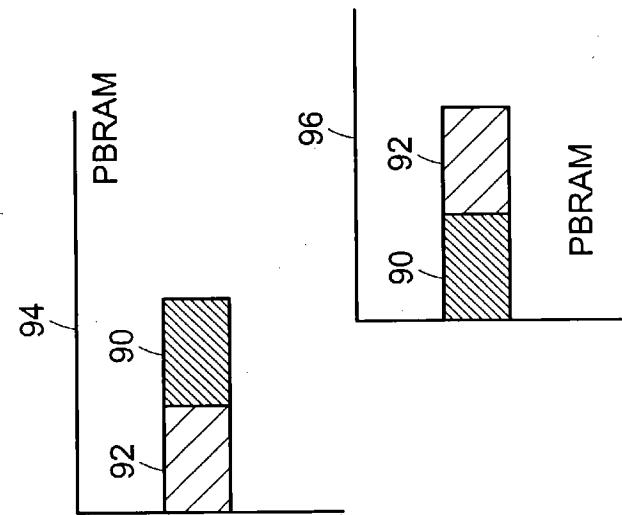


FIG. 11

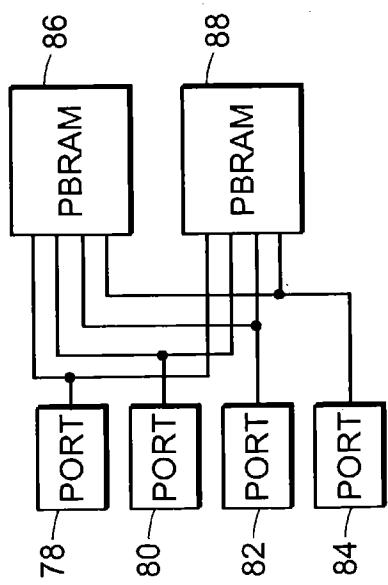
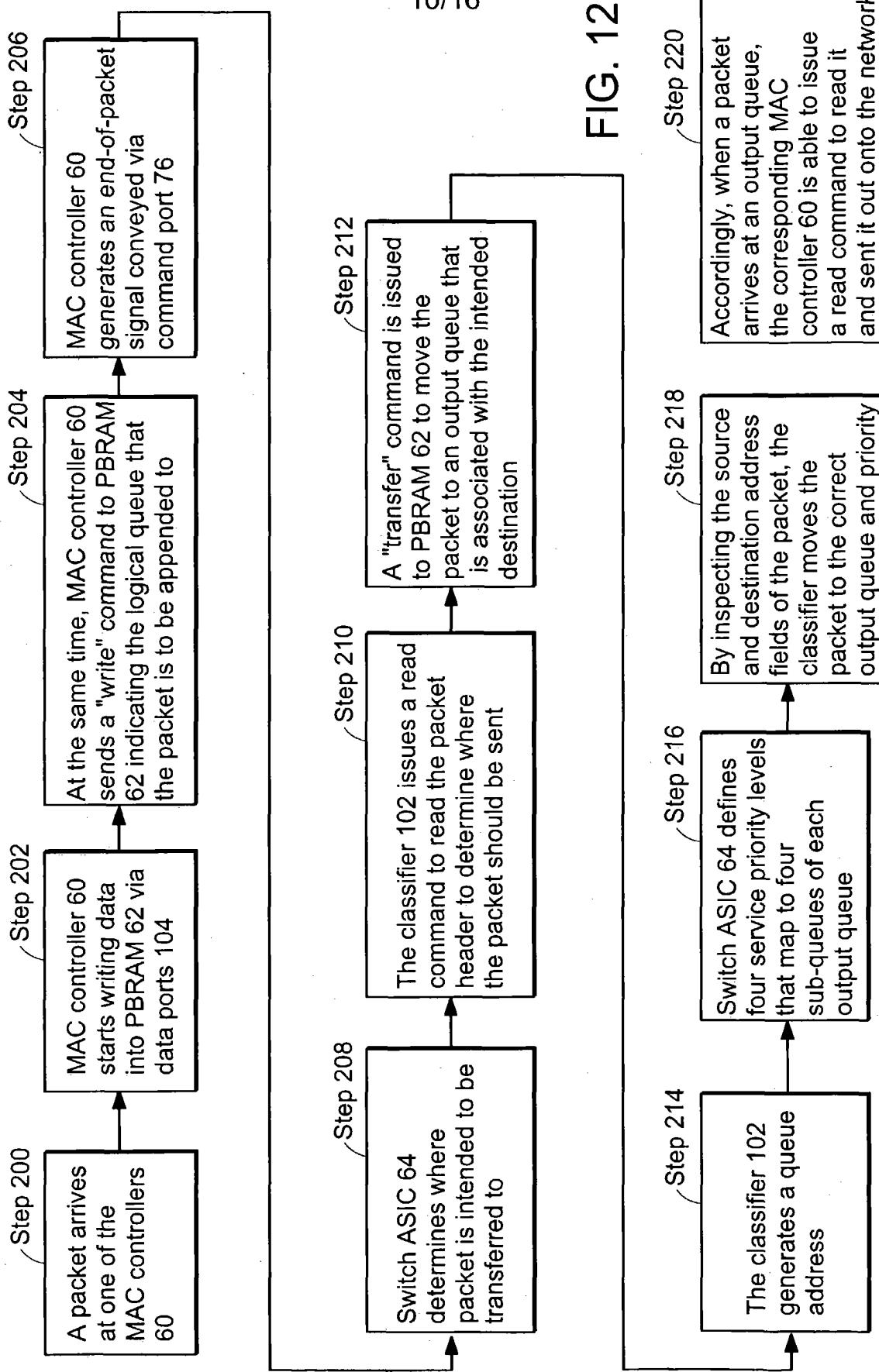


FIG. 10



11/16

CMDF	7	6	5	4	3	2	1	0
0	0	0	0	Port ID				
0	0	A	F	P	Queue HI			
1	Queue LO							

Port ID: The address of the port to return data on(0-31).

A: Abort flag

F: Free flag

P: Peek flag

Queue HI, queue LO:
 bits 11-8 and 7-0 of the queue descriptor, respectively.

Read Data Command

FIG. 13

CMDF	7	6	5	4	3	2	1	0
0	0	1	0	Port ID				
1	0	0	F	Delay				

Port ID: The address of the port to return data on(0-31).

Suspend Output Command

FIG. 14

12/16

CMDF	7	6	5	4	3	2	1	0
0	0	0	1					Port ID
0	K	0	0	0				Queue HI
1								Queue LO

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Queue HI, queue LO:
 bits 11-8 and 7-0 of the queue descriptor, respectively.

Assign Queue Command

FIG. 15

CMDF	7	6	5	4	3	2	1	0
0	0	0	1					Port ID
0/1	K	0	0	1	0	0	0	0
0/1								Tag byte 1
0/1								Tag byte 2
0/1								Tag byte 3
1								Tag byte 4

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Assign Tag Command

FIG. 16

13/16

CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
0/1	K	0	1	0	0	0	0	0
0/1	Length byte 1							
0/1	Length byte 2							
1	Length byte 3							

Port ID: The address of the port to return data on(0-31).

K: Commit flag

Assign Length Command

FIG. 17

CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
1	1	0	1	1	0	0	0	0

Port ID: The address of the port to return data on(0-31).

Commit Command

FIG. 18

CMDF	7	6	5	4	3	2	1	0
0	0	0	1	Port ID				
1	1	1	0	0	0	0	0	0

Port ID: The address of the port to return data on(0-31).

Write Abort Command

FIG. 19

14/16

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0

Transfer Command

FIG. 20

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	0	1
0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0

Drop Data Command

FIG. 21

The "drop data" command removes the packet at the head of the specified queue, and frees the memory.
 This command is useful in cases of congestion.

4.3.3 Flush Queue

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	0	0	0	1	0
0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0

Flush Queue Command

FIG. 22

15/16

CMDF	7	6	5	4	3	2	1	0
0	0	1	1	1	1	1	1	1
1	R	0	0	0	0	0	0	0

Reset Command

FIG. 23

CMDF	7	6	5	4	3	2	1	0
1	1	1	1	1	1	1	1	1

No-Op Command

FIG. 24

CMDF	7	6	5	4	3	2	1	0
1	1	1	1	0				Option

Test Command

FIG. 25

16/16

CMDF	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	0
1	0	Buffer Size	0	Buffer Count				

Set Chip Count Command

FIG. 26

CMDF	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	1
1	0	Packet Size	B	Tag Length				

Set Tag Length Command

FIG. 27

CMDF	7	6	5	4	3	2	1	0
0	1	1	0		Port			
1	ENC	QS	QSC		Chip ID			

Timing Reference Command

FIG. 28

CMDF	7	6	5	4	3	2	1	0
0	1	0	1		Port			
0	0	0	0		Chip ID			
1	0	0	0		Vernier delay			

Chip ID: The value of DEVSEL for the chip that is to respond.

Port the port ID (0,8,16 or 24)

Vernier Adjust Command

FIG. 29